

---

Subject: Using scripts to make sound presets work  
Posted by [Sanada78](#) on Fri, 30 May 2003 00:33:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

There's one other thing too. I have set sounds for the Turret when they're under attack but the sounds don't play but they'll work with another object. Can't you give the Turret any announcement sounds?

---